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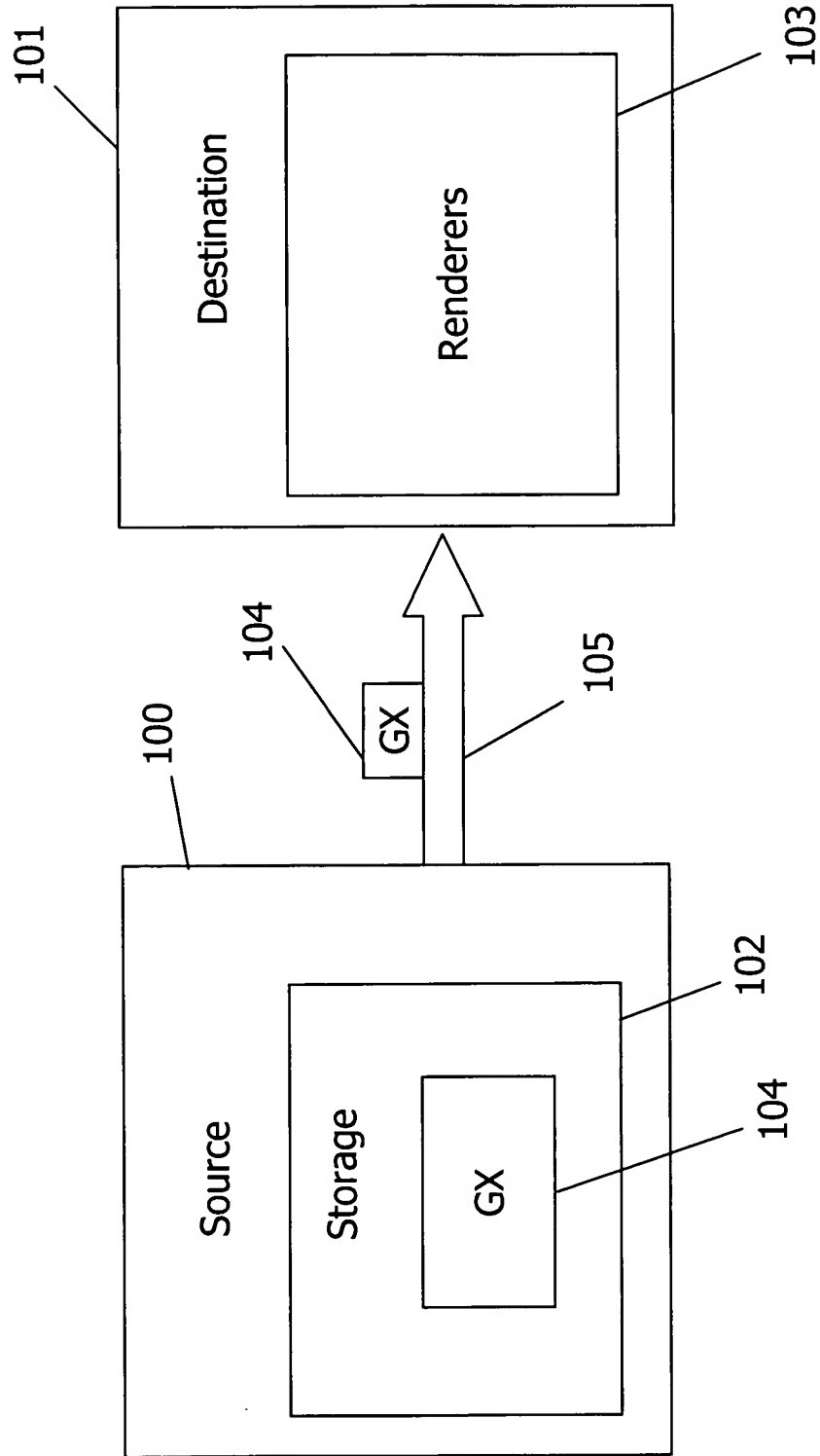
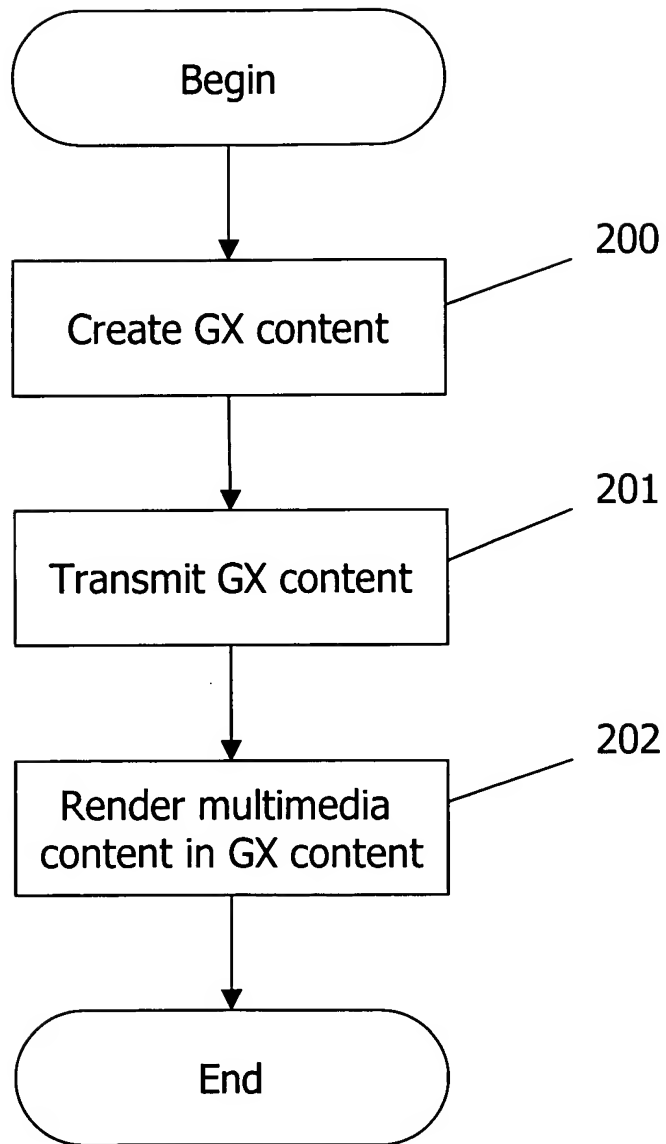
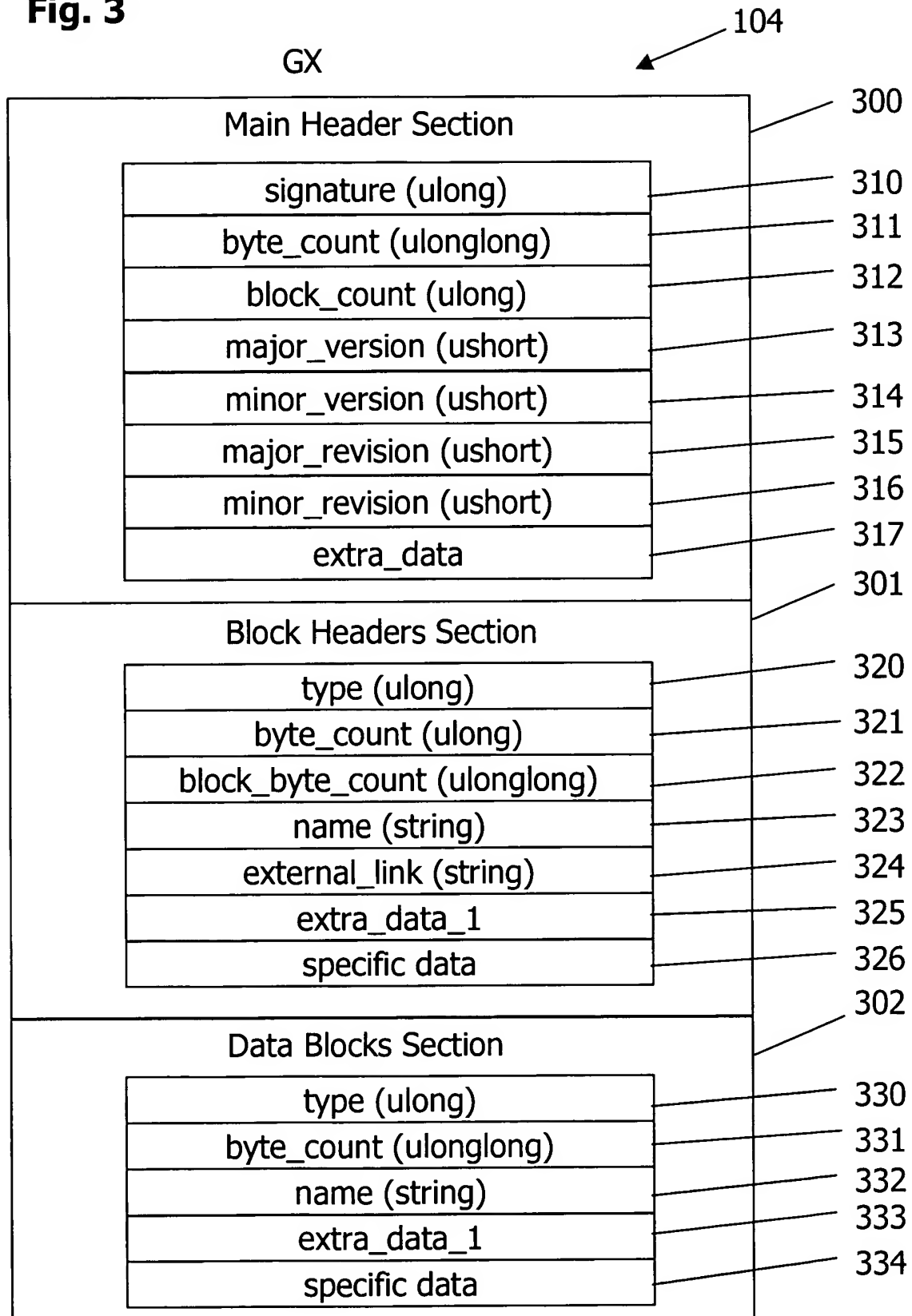


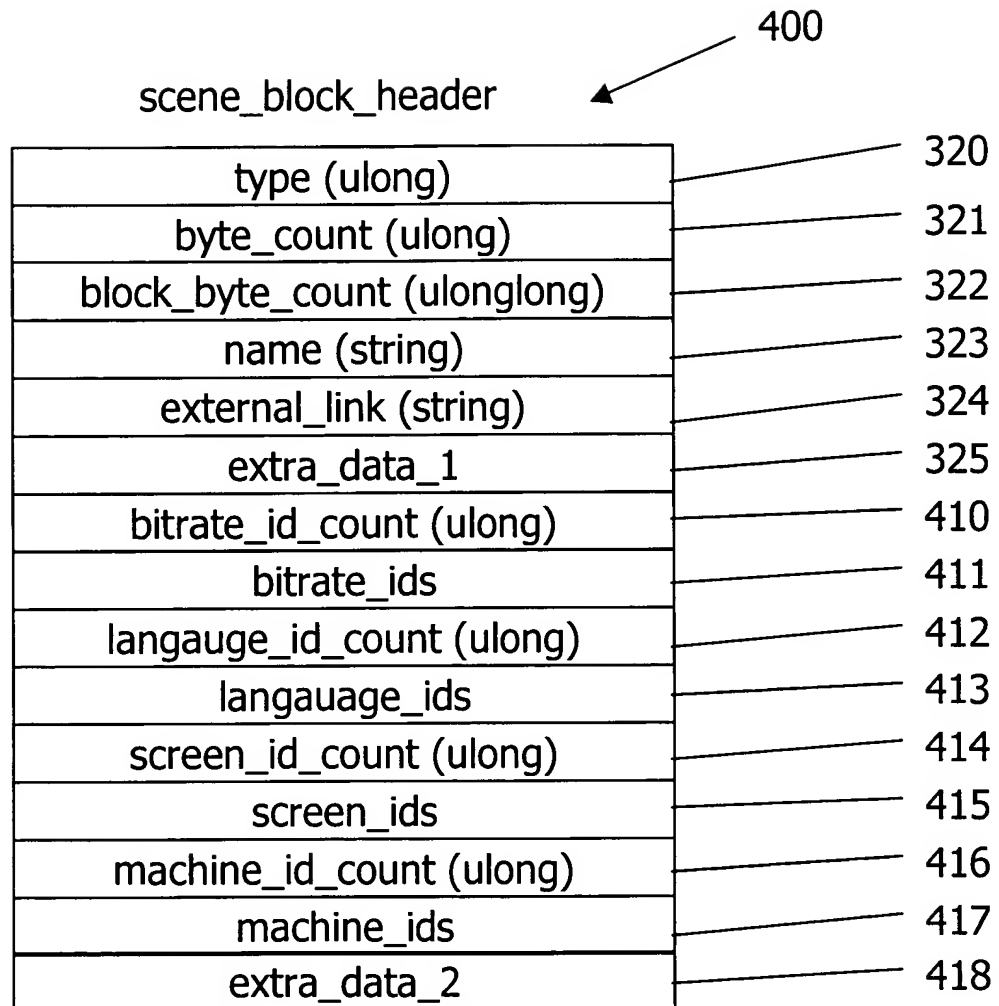
Fig. 1

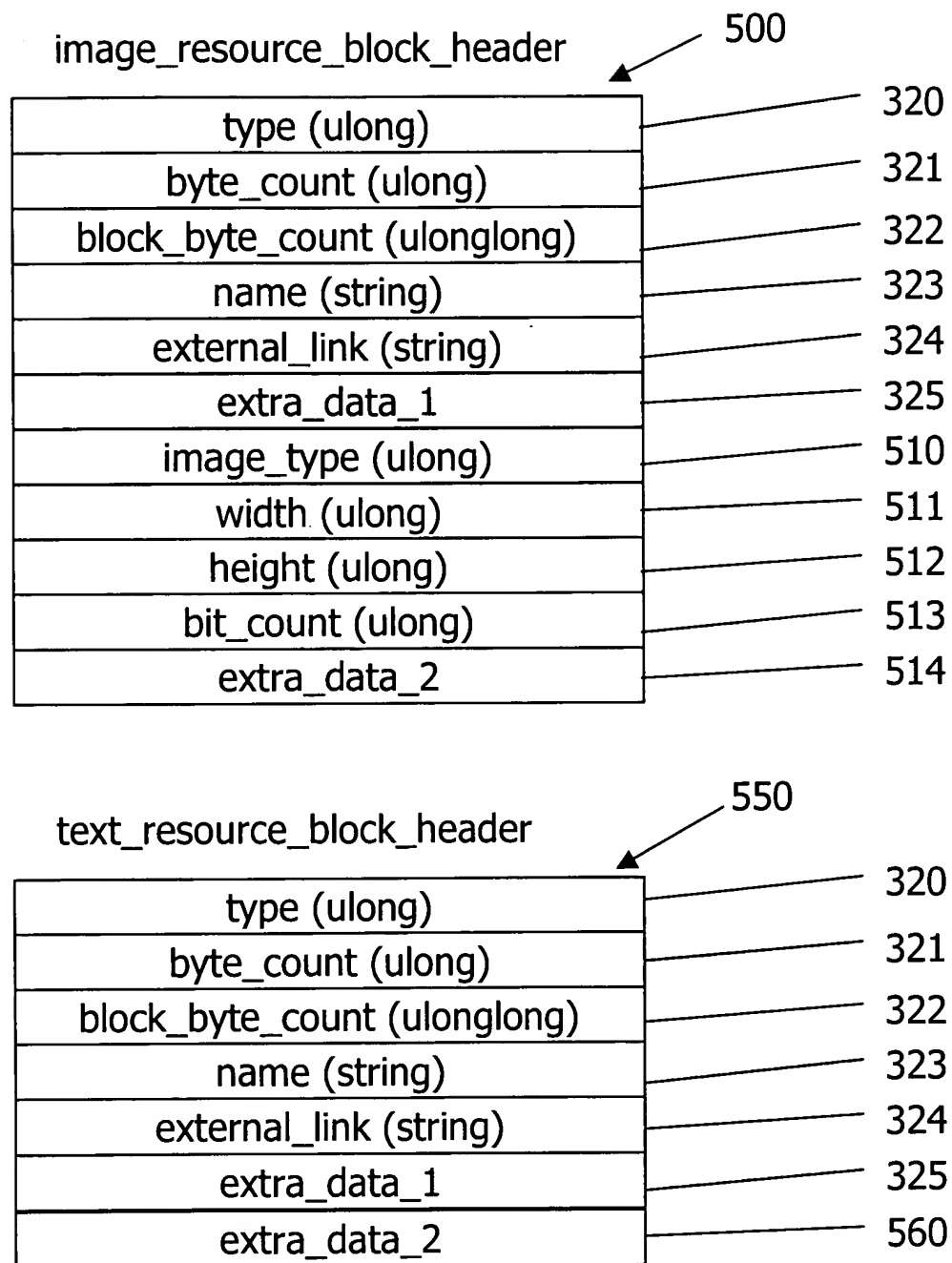
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Fig. 3



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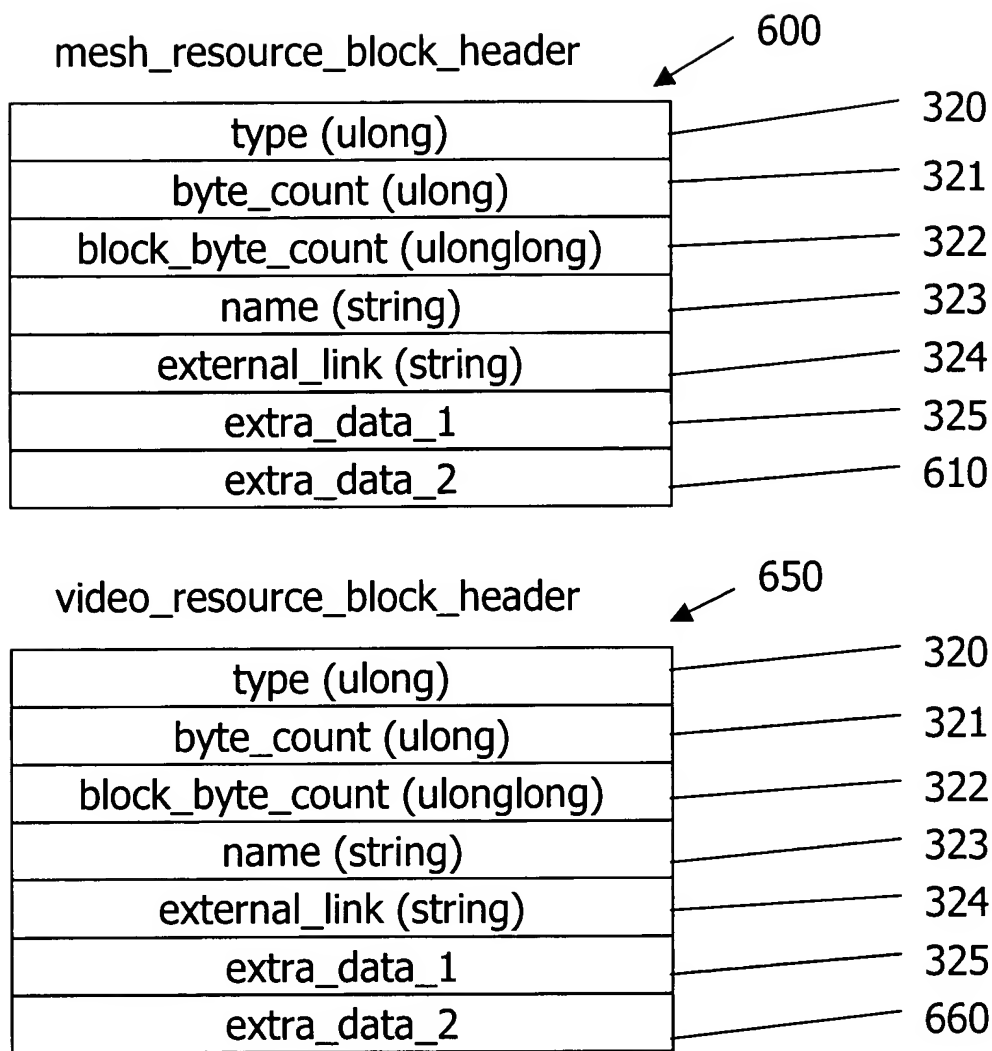


Fig. 6

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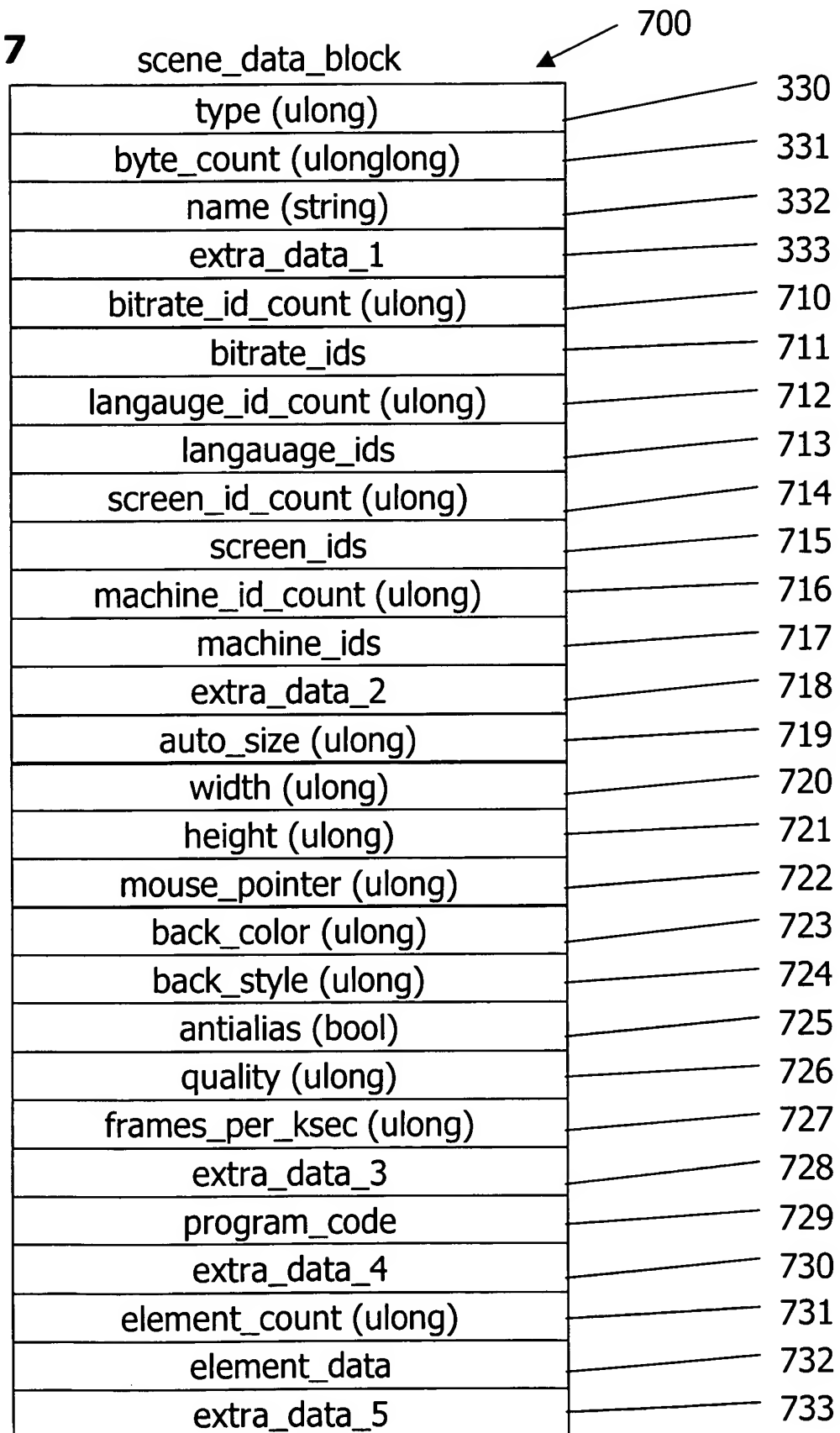
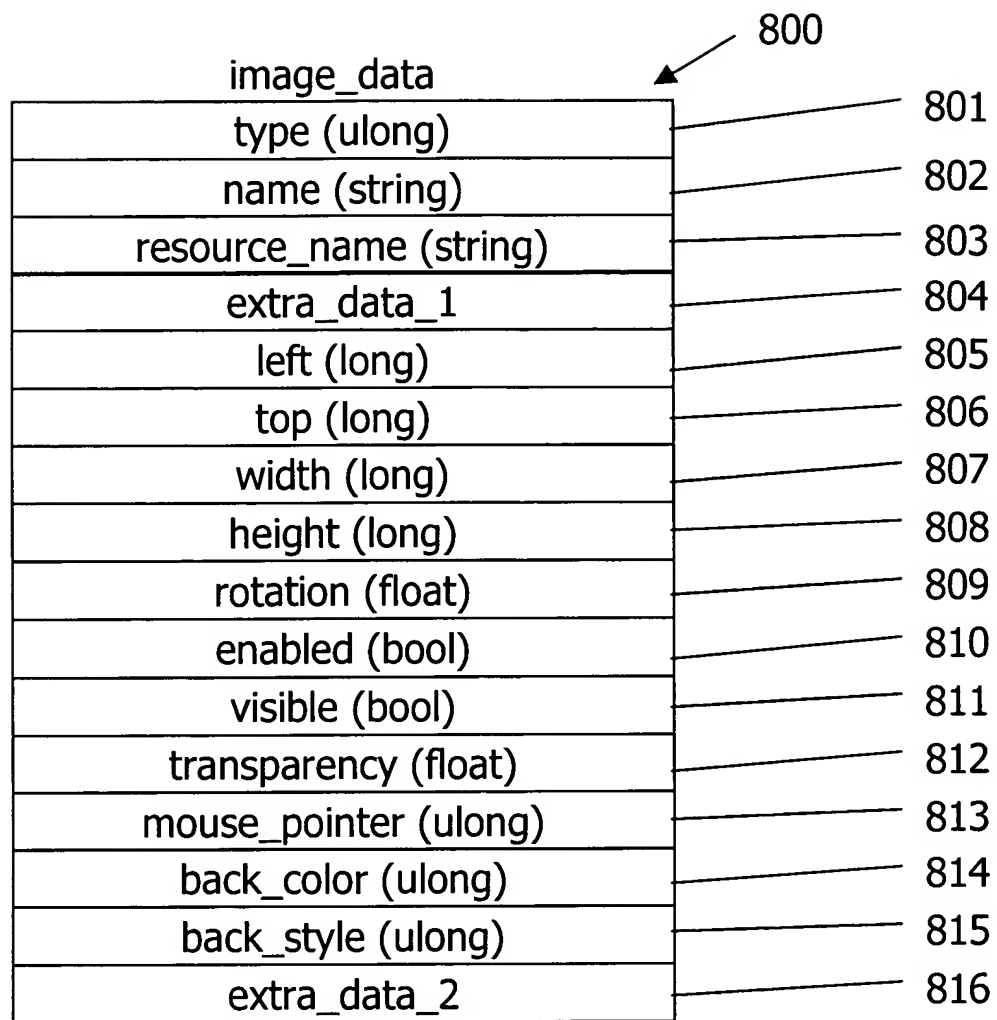
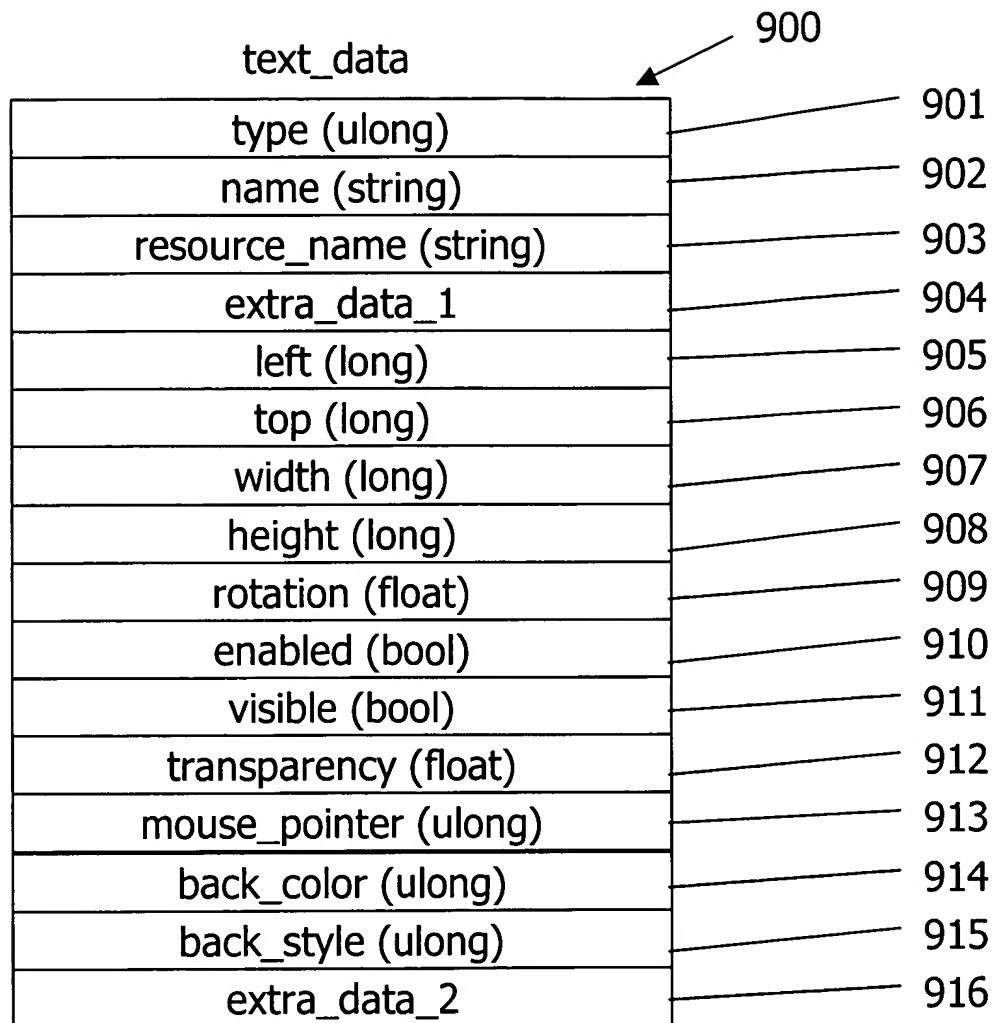
Fig. 7


Diagram illustrating the structure of a `scene_data_block` (labeled 700). The block contains the following fields and their corresponding addresses:

| Field Name | Address |
|--|---------|
| <code>type (ulong)</code> | 330 |
| <code>byte_count (ulonglong)</code> | 331 |
| <code>name (string)</code> | 332 |
| <code>extra_data_1</code> | 333 |
| <code>bitrate_id_count (ulong)</code> | 710 |
| <code>bitrate_ids</code> | 711 |
| <code>langauge_id_count (ulong)</code> | 712 |
| <code>langauage_ids</code> | 713 |
| <code>screen_id_count (ulong)</code> | 714 |
| <code>screen_ids</code> | 715 |
| <code>machine_id_count (ulong)</code> | 716 |
| <code>machine_ids</code> | 717 |
| <code>extra_data_2</code> | 718 |
| <code>auto_size (ulong)</code> | 719 |
| <code>width (ulong)</code> | 720 |
| <code>height (ulong)</code> | 721 |
| <code>mouse_pointer (ulong)</code> | 722 |
| <code>back_color (ulong)</code> | 723 |
| <code>back_style (ulong)</code> | 724 |
| <code>antialias (bool)</code> | 725 |
| <code>quality (ulong)</code> | 726 |
| <code>frames_per_ksec (ulong)</code> | 727 |
| <code>extra_data_3</code> | 728 |
| <code>program_code</code> | 729 |
| <code>extra_data_4</code> | 730 |
| <code>element_count (ulong)</code> | 731 |
| <code>element_data</code> | 732 |
| <code>extra_data_5</code> | 733 |

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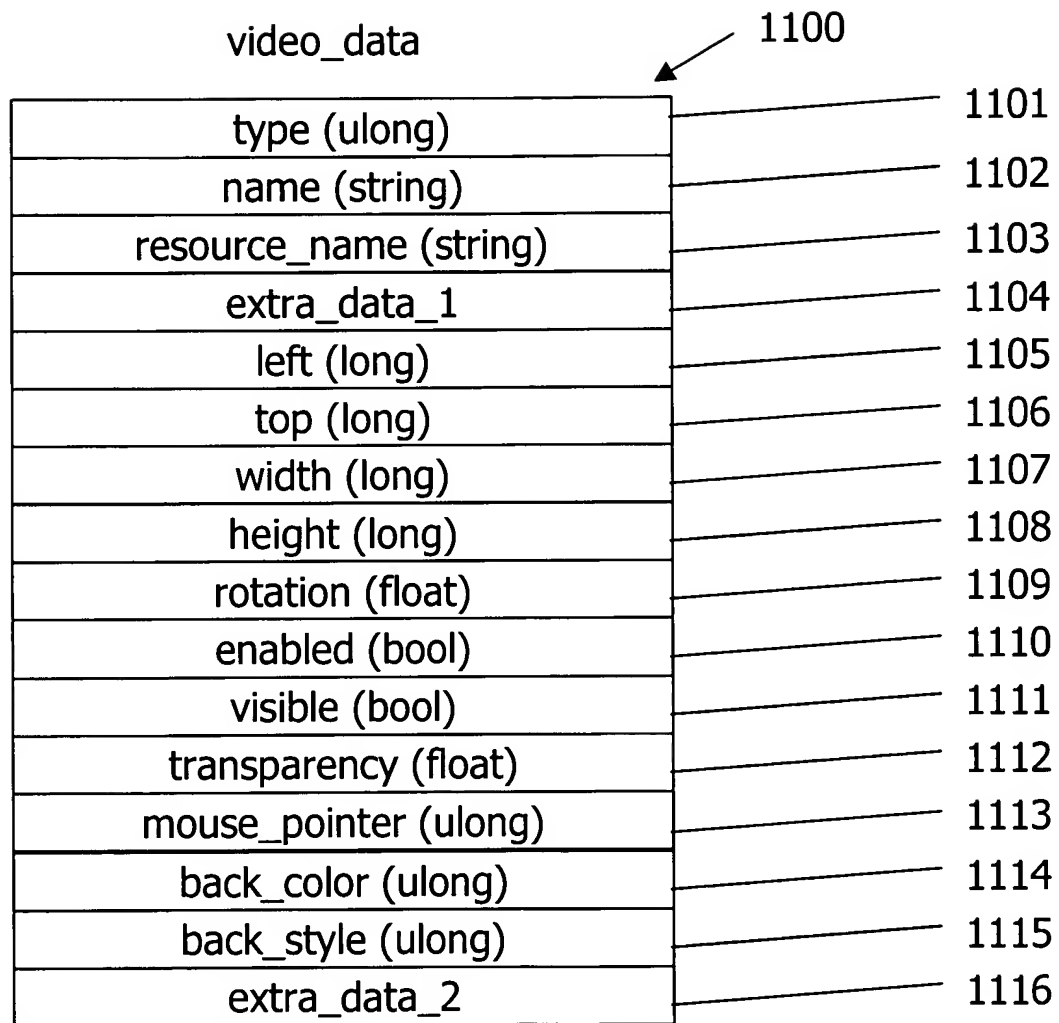
**Fig. 9**

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The diagram shows a vertical stack of fields within a structure labeled 'mesh_data'. An arrow points to the top of the stack with the value '1000'. Each field is connected by a line to its corresponding address on the right. The fields and their addresses are as follows:

| | |
|------------------------|------|
| mesh_data | |
| type (ulong) | 1001 |
| name (string) | 1002 |
| resource_name (string) | 1003 |
| extra_data_1 | 1004 |
| left (long) | 1005 |
| top (long) | 1006 |
| width (long) | 1007 |
| height (long) | 1008 |
| rotation (float) | 1009 |
| enabled (bool) | 1010 |
| visible (bool) | 1011 |
| transparency (float) | 1012 |
| mouse_pointer (ulong) | 1013 |
| back_color (ulong) | 1014 |
| back_style (ulong) | 1015 |
| extra_data_2 | 1016 |

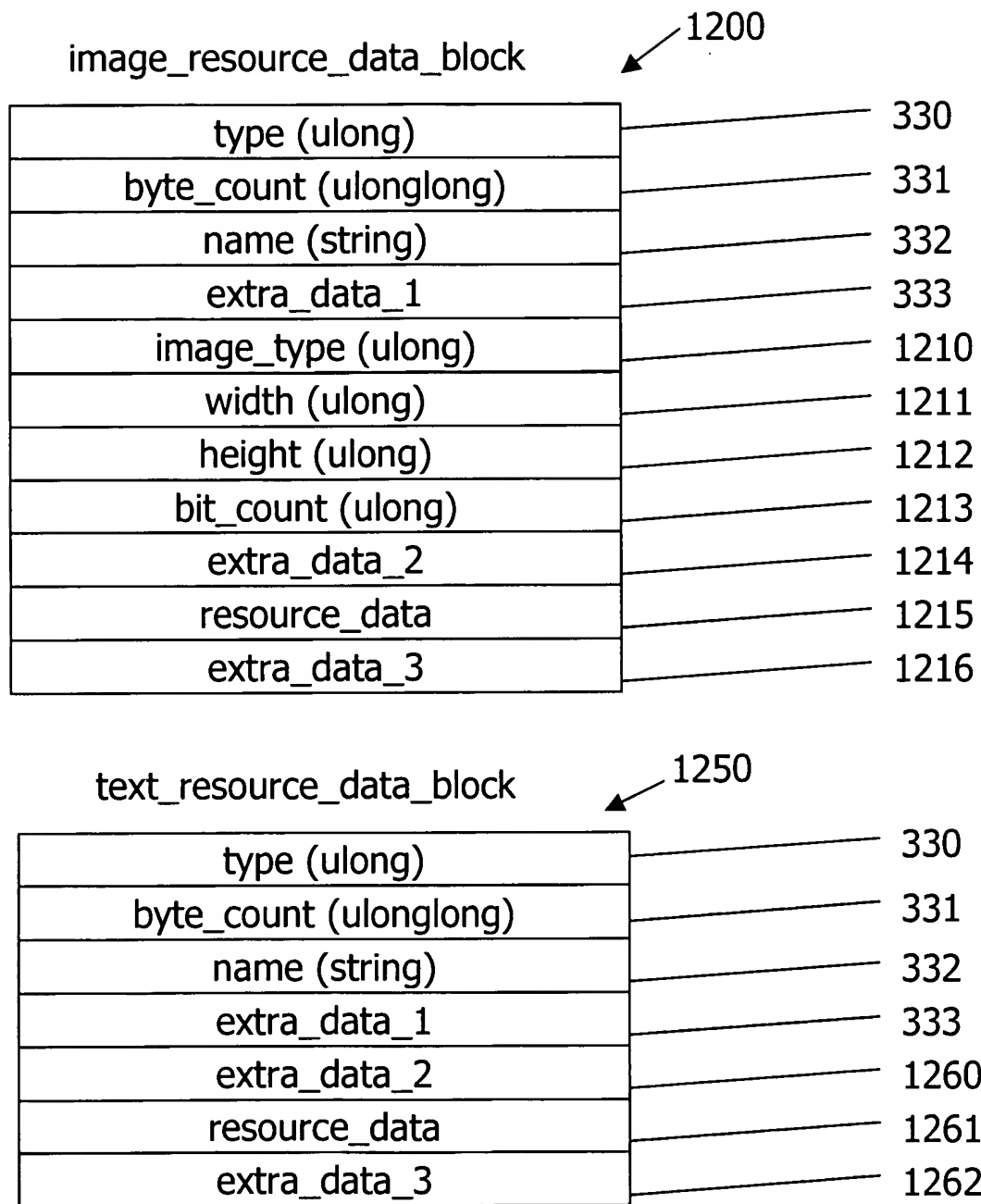
Fig. 10

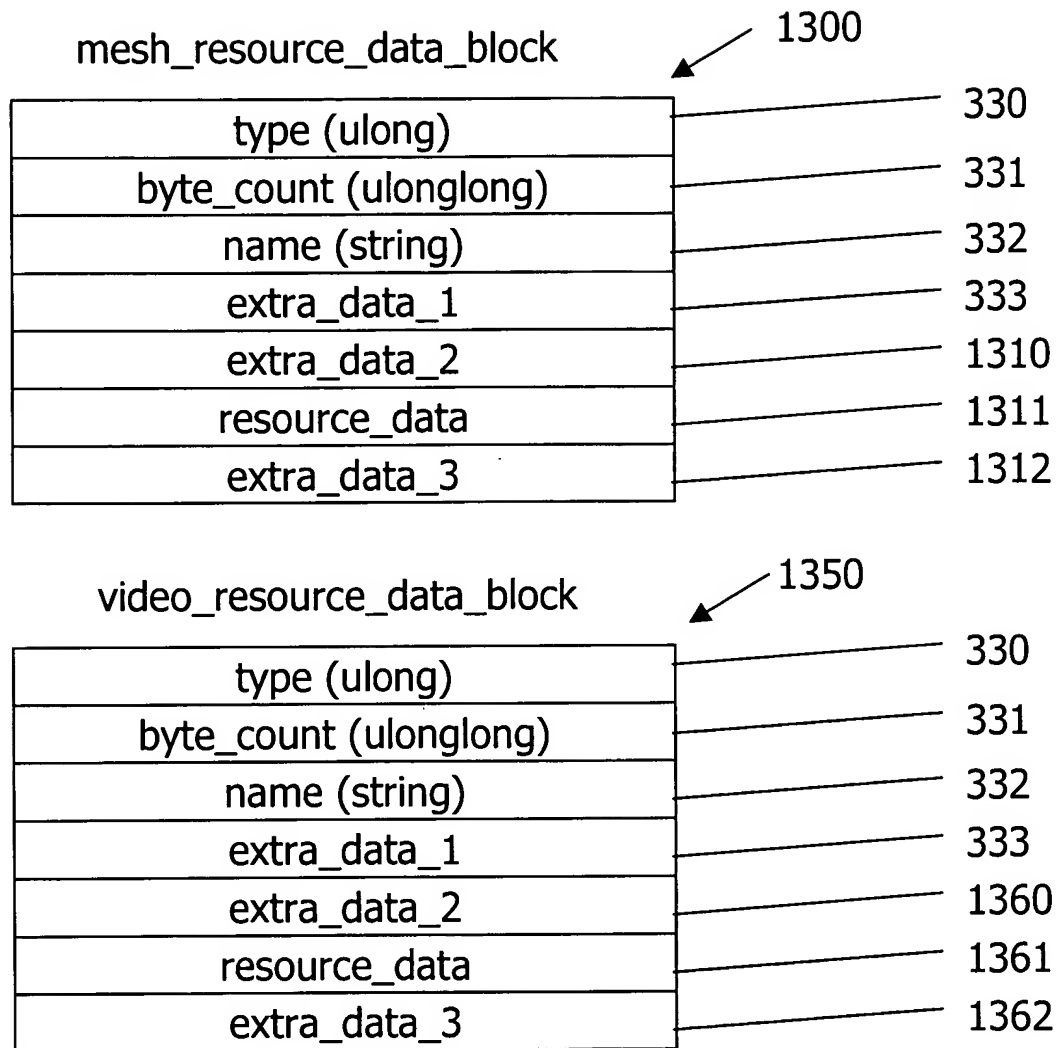
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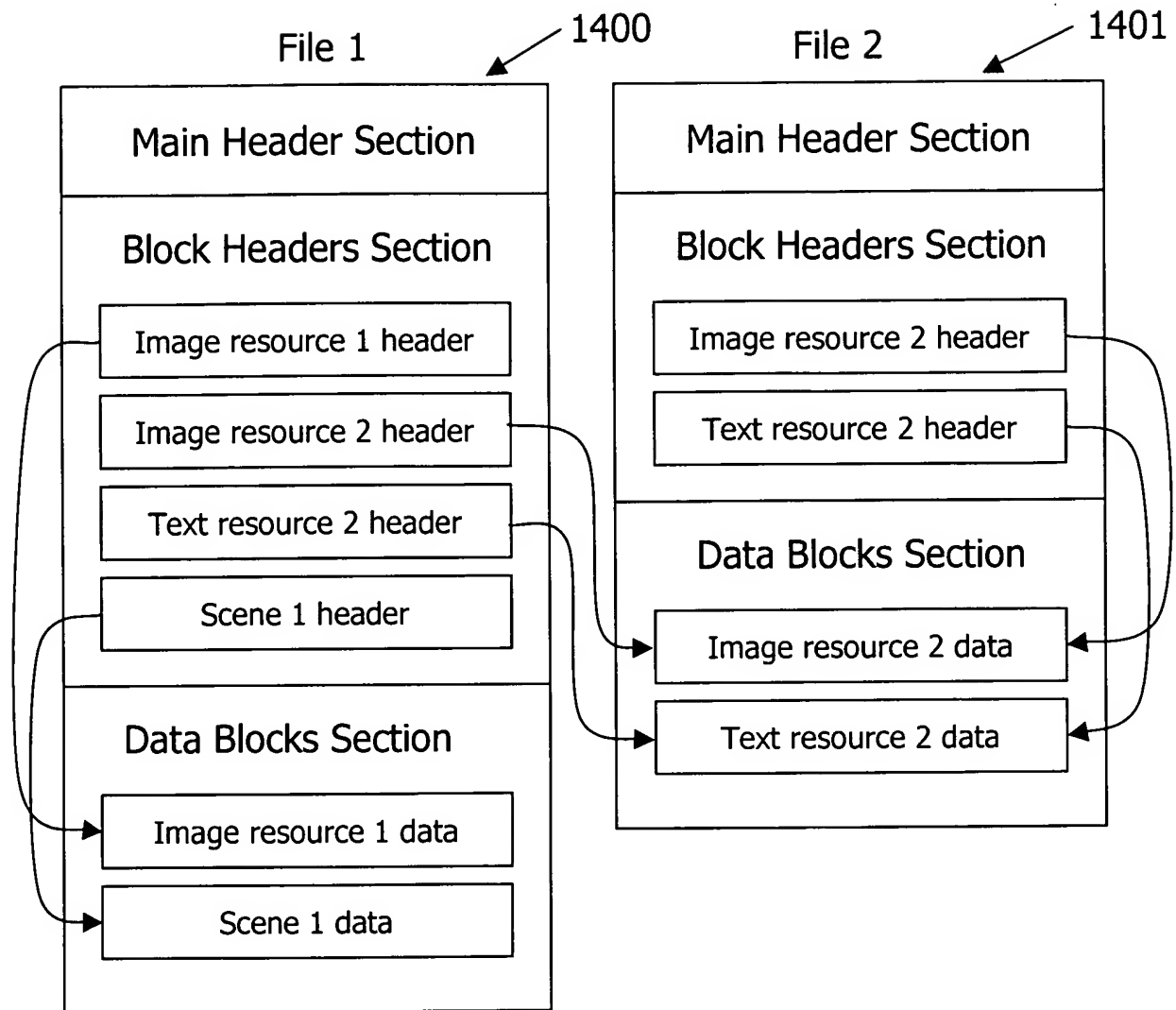
The diagram shows a vertical stack of 16 fields within a structure labeled 'video_data'. An arrow points from the label '1100' to the top of the first field, 'type (ulong)'. Each field is connected by a line to its corresponding address on the right, ranging from 1101 to 1116.

| | |
|------------------------|------|
| video_data | 1100 |
| type (ulong) | 1101 |
| name (string) | 1102 |
| resource_name (string) | 1103 |
| extra_data_1 | 1104 |
| left (long) | 1105 |
| top (long) | 1106 |
| width (long) | 1107 |
| height (long) | 1108 |
| rotation (float) | 1109 |
| enabled (bool) | 1110 |
| visible (bool) | 1111 |
| transparency (float) | 1112 |
| mouse_pointer (ulong) | 1113 |
| back_color (ulong) | 1114 |
| back_style (ulong) | 1115 |
| extra_data_2 | 1116 |

Fig. 11

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